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Subject: Re: object.gm HELP

Posted by [cpjok](#) on Sun, 02 Dec 2007 15:57:35 GMT

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ok all i did is to get mine to work is this attachment 1

after change you need to put objects.gm into your renegadeFDS folder and remove the objects.ddb

but if your ruining ssaow you need to edit ssaow.ini and ssgm.ini to objects file as .aow

if you dont have any of the 2 thing ssaow or ssgm the objects file has to be .ddb

i dont know if it works for you

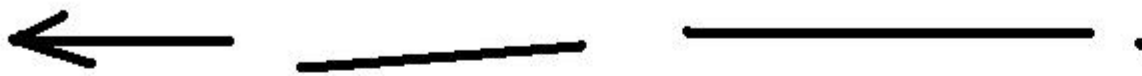
### File Attachments

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1) [1.JPG](#), downloaded 96 times

```
; ObjectsFile=
;
; Specifies the extension of the objects file to load, can be used to override the loading of the normal objects.ddb file.
; Like most settings this can be changed in the map specific section. So the server can load a different objects file
; for each map without needing to temp anything, a feature the game originally lacked.
; Do not change this unless you know what you're doing. Must be 1-3 characters
; The default setting is ddb, which makes it load the objects.ddb file. If you want to run a modified objects file then set
; this to "gm" and rename your objects file to "objects.gm."
```

**ObjectsFile=gm**



```
; DDEName=
;
; Changes the name of the DDE channel. The DDE channel allows you to execute console commands on your server through DDE
;
; The DDE channel uses the following settings:
; Service = Name specified below
; Topic = "FDSCommand"
; Item = "Command"
;
; So, for example, if you wanted to send a console command to the FDS from mIRC, you would type the following into mIRC:
; "/dde <DDEName> FDSCommand Command <Command here>"
;
; Set to 0 to disable.
; Windows FDS only.
```

DDEName=RenegadeFDS

```
; EnableWeather=
```

```
; This setting enables flowing weather on your server. The type of precipitation that falls is determined by the
; "WeatherType" setting. This setting does not affect game play; however, it can cause performance to drop for
; players with low end video cards.
```

EnableWeather=0

```
; WeatherType=
```

```
; This is where the type of precipitation to be used in the weather feature is stored. You can specify one of three
; different types of precipitation: Rain, Snow, or Ash.
; This should be overridden in the map specific section for all maps.
```

WeatherType=Rain

```
; DisableList=
```

```
; This will disable the units listed in the disable list specified.
; See the end of this file for the example list and more information. The example list given will disable all extra units.
```

DisableList=Extras